GRAVEYARD DUDE

GAME MANUAL

SAFETY PRECAUTIONS

Please take the time to read the important instructions in this booklet. You almost definitely will not, but if you don't you will miss all this stuff I snuck in here while putting this together at 3AM on a weekend after spending two months staring at 6502 Assembly to make this thing work the way it does.

1. **Avoid exposing this Game Pack to extreme temperature variances. Store at room temperature, or in a crisper drawer for freshness.**
2. **Avoid touching the terminal connectors. Also, we all know blowing on the cartridge does nothing but somehow always works.**
3. **Never attempt to dissassemble the Game Pack. Dissassemble=dead.**
4. **Use of solvents, benzene, alcohol or drugs can damage Game Pack.**
5. **For best results, play the game a distance from your television.**
6. **Pause for 10-20 minutes after two or more hours of continuous gameplay. I didn't as a kid, and now I need glasses. Glasses aren't that bad actually, and both my parents needed them at my age.**

GRAVEYARD DUDE

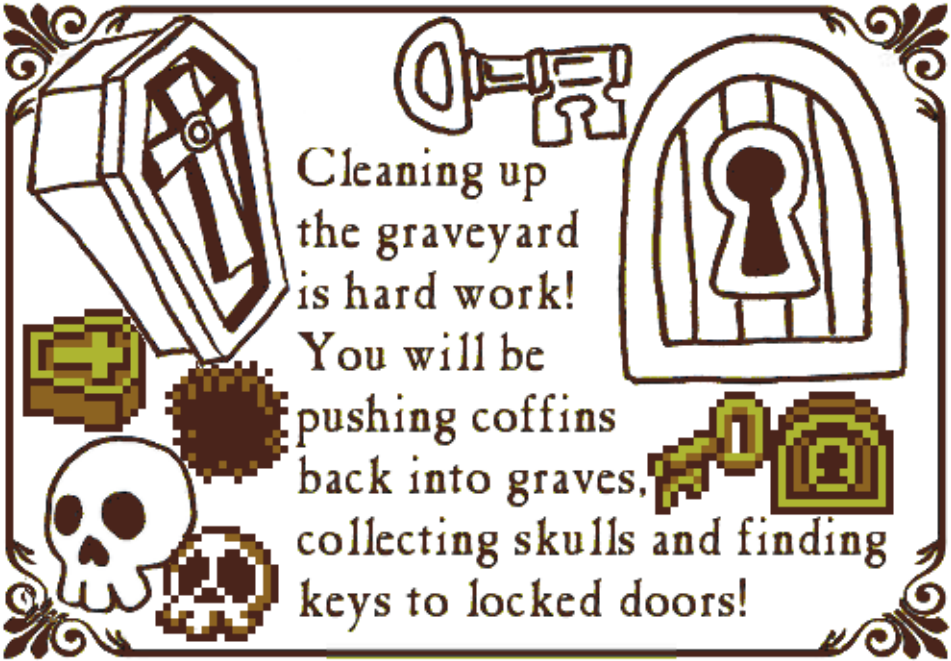
TABLE OF CONTENTS

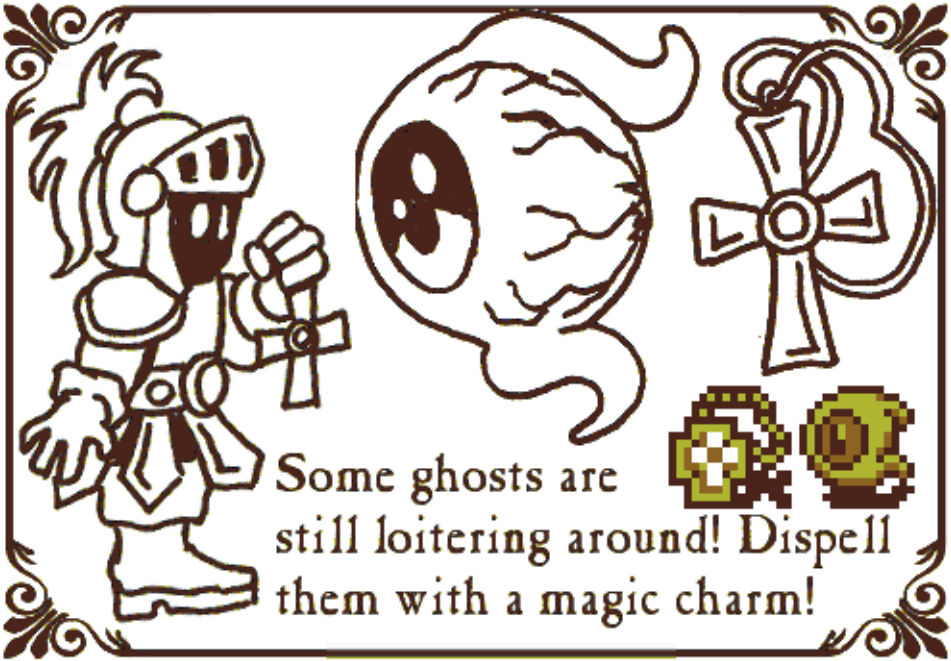
1. STORY
2. CONTROLS
3. HELPFUL HINTS
4. CREDITS

1. STORY

THE DEAD HAVE RISEN!

Unfortunately, you didn't get the memo. Now the graveyard is wrecked! You need to clean up...


Cleaning up
the graveyard
is hard work!
You will be
pushing coffins
back into graves,
collecting skulls and finding
keys to locked doors!


Some ghosts are still loitering around! Dispell them with a magic charm!

2. CONTROLS

DIRECTION PAD: Moves Player
START: Starts and Pauses Game
A BUTTON: Rewinds Moves
B BUTTON: Makes Player Run
SELECT: Does Nothing

3. HELPFUL HINTS

1. If you find yourself stuck, remember to hit A to rewind moves. If you find yourself in an unwinnable state, you can RESTART the whole puzzle from the PAUSE menu.
2. Ice blocks are slick! Maybe you could use something heavy to keep from sliding everywhere.
3. Different puzzles have different goals. Extra skulls and coffins and keys could be decoys.

4. CREDITS

Puzzles and basic game structure for Graveyard Dude was developed in Retro Puzzle Maker by cpprograms.

Graphics, music and additional programming by Rani Timekey.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses frequency energy and if not installed and used properly, that is, in strict accordance with manufacturers instructions, may cause interference to radio and television reception. It has been type tested and found to comply within the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. At least I guess maybe the NES you are playing it on was tested in that fashion 35 years ago. I'm not even sure if that FCC rule exists anymore considering analog television no longer exists. I didn't test anything.

I wrote this game in my bedroom. My computer keyboard has Taco Bell sauce stains on it.

TimeKey Games